



Rules and Regulations

*Revised and Adopted
by the Board of Officers*

May 2025

MEMBER OF



I. Preface / Introduction

Welcome to the New Haven Dart League. To those who have just entered the sport and to those who have been active playing "League Darts", it is with some importance that we review the reasons why we all choose to play darts. For each of us there is an element that attracts our interest. To some just stepping out with good friends, enjoying the camaraderie of sport is enough while others are seeking perhaps to sharpen their shooting skills; honing strategies with games played in " league competition" in order to better prepare themselves for whatever level of darts they may want to pursue.

Regardless of any particular reason, it should always be remembered that darts, league or otherwise is a team sport that is intended to promote good competition, goodwill and hopefully lasting friendships among all who choose to compete.

By remembering to respect each other as people first, unique for what each one of us brings to the game and sport, we can begin to know what it takes to become "Winners".

Begin each game with a handshake or word of encouragement for your opponent, play fair and follow the unwritten rules of good sportsmanship. In doing this, we are all "Winners" regardless of who takes out the game dart.

II. Roster Guidelines

A. Each team will select a captain, who will be responsible for sending a list of player's names, addresses, and phone numbers to the league before the season starts. The captain will also be responsible for recording and checking scores, keeping a record of all-star points, sending in the score and score sheet via text or email. All scores and stats need to be input into the NHDL website. www.NHDL DartS.com

B. The NHDL will abide by the rule of a limited roster. Any additional shooter not already on the roster can only be someone who is NOT rostered with any other team in the league during that season. Any team breaking this rule will be considered to have an illegal player.

C. If a 13th or illegal player shows up on any roster, all games won by this player will be deducted from the team's score, and those points will be awarded to the Opposing team.
EXAMPLE: Play 501 lose 2 pts.

D. Each team is allowed to use a player free for two weeks. If the 'freebie' wishes to play a third week, the captain must email the request to add the player to the teams roster as a permanent player. Following board approval, the player is then subject to player's fees and is allowed to play as many weeks as desired.

E. In order to shoot in the 'playoffs' a player must have shot in 50% or more of their team's matches. If there are any questions regarding a player's eligibility to shoot in the playoffs, contact the league PRIOR to the beginning of the playoffs to resolve the issue.

F. In order to be eligible for regular season 'team awards/individual awards' a player must play at least 2 weeks and have paid their player's fee. In order to be eligible to shoot in any NHDL hosted "special event", a player must be rostered to a team and have paid their player's fee.

G. No one under the legal drinking age will be allowed to play for a team participating in the NHDL regular season or any other NHDL sponsored function or special event.

III. Player / Sponsor Fees & Responsibilities

A. An entrance fee of \$175 for winter and \$125 for summer per team will be due from the bar sponsor prior to the start of each new season. Each team shall pay dues of \$30 per player for the winter and \$25 per player for the summer season. Paid roster for players and bar fees: The first six players on the roster are considered due in advance and must be paid at the start of each session. After the sixth player, additional players will be considered substitutes and must pay league dues after their second(summer) or third(winter) match played. If a substitute's dues are not paid in a timely fashion (typically within one week of their match played), the player will be considered illegal and penalized as such. IT IS THE CAPTAIN'S RESPONSIBILITY TO KNOW WHEN THE PLAYER HAS PLAYED HIS SECOND MATCH - IT IS NOT THE LEAGUE'S RESPONSIBILITY TO INFORM A CAPTAIN THAT A PLAYER HAS DUES OWING.

B. All monies collected by the League, from players, team sponsors, and other sponsors will be used for League expenses, at the discretion of the Board of Officers.

C. Captains have the right to ID players. If a player is caught playing under another player's name, the team will forfeit the match and the opposing team will receive a minimum of 10 points for A or 20 points for B or C (or the opposite average loss of the team forfeiting, whichever is higher).

D. Any individual, team, or sponsor that owes money to the NHDL from a prior session will not be allowed in league play until such monies due are paid in full. A player that owes dues from a prior session will be considered an illegal player if his/her name appears on another team's roster in a subsequent session.

E. There will be mandatory captains meetings each season on the night of schedule pick-up (prior to the start of the season) and on other occasions when deemed necessary by the Board of Officers. If the captain is unavailable to attend a meeting, a representative from the team MUST attend in their place.

F. When in doubt; call, text, or email an official.

G. All records are public domain.

H. The NHDL assumes no legal responsibility for accidents or injury during or involving NHDL match or special event play.

IV. Match Format & Game Rules

A. All games will be played on Thursday nights (Winter & Summer). Fall will start at 8pm with a 15-minute grace period to 8:15. Summer will start at 7:30pm with a 15-minute grace period to 7:45. All playoff games will start at 7:30 due to the longer matches.

B. Team captains will separately prepare their lineup on a score sheet. The team captain will then enter the team name, date, and division on top of the sheet and enter player names without changes. Both captains will sign the score sheet at the end of the match and the home team will text or email a photo of the sheet to the NHDL. Both captains should retain a photo of the score sheet for their records. Once a lineup is posted changes will not be allowed.

C. Matches will be played in this order: a) 6 individual 501 games, single start/double finish. b) 3 two-person cricket games, fall out rule applies. c) 3 two-person 501 games straight start/double finish. A Division plays best of 3 for all games, B and C Divisions play 2 games of everything.

D. A 501 game is concluded at such time as a player/ team hits the double required reducing their remaining score to zero. Any and all darts thrown subsequently shall not count for score. During the match, any combination of darts thrown which exceeds the remaining score shall be considered a “bust” and will not count as score. The score will remain as written prior to that player’s turn. There is no bust in cricket. Fast finishes, such as 222, 111, or Shanghai etc. will not be allowed.

E. Home team will have choice of boards on which games will be played.

F. No player shall practice shooting on another board while actively participating in a game.

G. Games will be scored as follows:

A Division	B Division	C Division
(all games - best of 3)	(all games played twice)	(all games played twice)
501 single - 1 point per game	301 - 1 point per game (2X)	301 - 1 point per game (2X)
Ckt doubles - 2 points per game	Ckt - 2 points per game (2X)	Ckt - 2 points per game (2X)
501 doubles - 2 points per game	501 - 2 points per game (2X)	501 - 2 points per game (2X)
TOTAL - 18 POINTS	TOTAL - 36 POINTS	TOTAL - 36 POINTS

H. The home team shall enter the scores and stats on the team website, as well as text or email the score and a photo of the score sheet by midnight on Sunday. The opposing team shall verify the scores and stats entered on the website by midnight on Tuesday. Failure to comply will result in penalties as follows: A: Non verify -1, No photo of score sheet -2, Scores not entered -3 B and C: Non verify -2, No photo of score sheet -4, Scores not entered -6 **Points will not be reinstated.**

I. Any discrepancies in total team scores must be brought to the attention of the Statistician within two (2) weeks of the posted standings. Any discrepancies left unchallenged after this two week time period will remain as posted.

J. Coin Toss - The visiting team will call the toss of the coin to begin the game. Winner of the toss has his/her choice as to whether or not his team will throw for cork first. Coin toss and cork throw will precede each game

K. All games will begin by throwing cork. When throwing the cork, the dart must remain in the board in order to count. If bounce out occurs, additional darts may be thrown until a dart remains in the board. If the second players dart dislodges the first player's dart, a re-throw will be made with the second player throwing first. . Double cork beats single cork. If a tie occurs, the players will shoot for cork again but in reverse order. If the first dart thrown is a single or a double cork, that dart may be removed by the chalkers at the opposing player's discretion.

L. During doubles games, it is permissible for either member of a team to shoot corks, but the player listed first on the score sheet must start each game.

M. No player, scorer, or spectator may touch a dart thrown by the shooter.

N. Should a player touch any dart that is in the dartboard during his or her throw, that throw shall be deemed to be over.

O. In team matches, if a player throws out of turn, his score will be removed and the scheduled player will shoot for score. The player who threw out of turn will forfeit his next scheduled turn.

P. The foul line must be observed. It will be 7 foot 9 & 1/4 inches from the face of the board and extend parallel to the board's face. The diagonal measurement from the center bull to the foul line is 9 foot 7 & 3/8 inches. The player is not allowed to step over the edge of the line nearest to the board.

*18 inches either side of the center of the bull is the width of the hockey line. Players should shoot within this distance. The height of the board should be 5 foot, 8 inches from the floor to the center of the bull.

** The Elected Board of Officers reserves the right to inspect the area of play and inform of required changes if necessary. I.e. new boards, lights, etc.

Q. Foot fault rule & penalty: Any player whose foot extends over the hockey line shall be penalized as follows: if a player observes a shooter with his/her foot over the hockey line he should bring it to the attention of his captain. In turn the captain should notify the captain of the offending team of infraction. No penalty will be given for first offense, but if it occurs on next or succeeding turns all throws with foot over the hockey line will be counted for no score. Do not interrupt the shooter at any time during throwing of darts. Common sense and Good Sportsmanship should prevail at all times.

R. For a dart to score, it must remain in the board for 5 seconds after the player has thrown the third dart.

S. The point of the dart must be touching the bristle position of the board in order for that dart to be counted for the score.

T. A dart's score shall be determined: by the side of the wire at which point the dart enters the bristles of the board.

U. Call your turn score and let the Scorekeeper verify it before pulling your darts. If you remove your darts prior to the Scorekeeper being able to verify, you shall receive zero (0) points for your turn played.

V. Check that your remaining score is correct before your next throw. No score corrections will be made after throwing again, mistakes must remain as written. Do not change a score if that player has shot again and a second score has been written down.

W. Errors in arithmetic during 'Ol' games must remain as written unless they are corrected prior to the team in question's next throw. In accordance with the strategy involved in the Cricket game no alterations in score shall be allowed after the opposing team shoots their turn.

X. Do not call out mistakes or changes while the scorekeeper is entering a score or when your opponent is on the line. Let the scorekeeper finish the calculation before you start your next throw.

Y. Any disagreements between players that are not specifically covered in the rules and cannot be settled by their respective Captains shall be settled by the Board of Officers.

Z. Good sportsmanship should be the prevailing attitude throughout the match and the season. The Board of Directors will take appropriate action against any complaints of misconduct. If you see or have a problem, you must make a written complaint to the Board.

V. Scorekeeper Recommendations

A. All scoring shall be done on a tablet secured on a scoreboard in view of shooters. (Not behind at a table, low on a chair, etc.)

B. The captain is responsible to review Scorekeeper Etiquette Sheet with each member of the team prior to them scoring for the first time.

C. The Scorer should not call out the score of thrown darts, or the score remaining unless asked by the shooter. When asked to do so, the scorer may inform the thrower what he has scored and/or what is left. The scorer may not inform the thrower what he has left in terms of number combinations or double outs.

D. Do not talk or move about while keeping score remain still. Do not look at the shooter - stand facing the scoreboard. Do not lean out to see where a dart is or follow the darts with body or head movements.

E. Do not show signs of disgust or excitement when chalking - be impartial.

F. Members from opposing teams shall alternate as scorers for each match. Home team on one board and Visitors on the other.

VI. All Star Structure and Definition

A. All-star points are to be recorded on the score sheets in the columns provided (far left hand column for home team and far right hand column for visiting team). Please use a pen on the score sheets as it is easier to see in photos. Below is a breakdown of what constitutes all-star points and how to record them.

Ton (T) - Scored when darts thrown during a player's turn in "301" or "501" add up to 95 or more points. The total score hit should be recorded on the score sheet (i.e., 95 through 99, "T" for an even hundred points, T-40 for 140 points, T-51 for 151 points, etc.).

Ton-80 (T-80) - Achieved by hitting the Triple 20 with all three darts during a player's turn and should be marked clearly on the score sheet.

High In - Any time a player hits a double in to start 301 games only, and the total score for all darts thrown during a player's turn add up to 95 or more points, it should be noted on the score sheet as a high in (i.e., T- In, T-20 IN, T-51 IN, etc.)

High Out - Any time a player hits a double out to finish either a 301 or 501 game and the total score for all darts thrown during the player's turn add up to 95 or more points, it should be noted on the score sheet as a high out (i.e., T OUT, T-20 OUT, T-51 OUT, etc.).

Cricket All-Stars - All-stars during a cricket game are scored when the darts thrown during a player's turn score six (6) or more hits that count on the scoreboard either toward closing numbers or toward accumulating points. Some examples of Cricket All Stars and how to record them are as follow:

Triple 20, Triple 19: "6 Hits"

Triple 19, Single 18, Double 18: "6 Hits"

Triple 17, Triple 16, Single 15: "7 Hits"

Triple 20, Triple 19, Triple 18: "9 Hits"

Remember that the hits must count on the scoreboard. For example: your team scored two single 20's during their first turn and the opposing team closed 20's on their turn. If your next player shoots a triple 20, it will only count as one hit to close the number. Any darts thrown exceeding those needed to close a number, win a game, or match do not count as hits towards all-stars.

3 Corks - If a player shoots 3 or more corks during his/her turn in a cricket game, this should be noted on the score sheet. (This is counted as an All Star) Mark the number of hits, such as "3 corks" "4 corks" "5 corks" or "6 corks".

VII. Trophies and Awards

A. Individual Awards - The 1st 3 highest all-star scoring players in each division of play receive a drinking glass for their accomplishment. Drinking glasses are also awarded to the player(s) that record the High-In or High-Out, T-80 in 501, and 9 Hits in Cricket.

B. Team Trophies - T-Shirts if selected as the team choice will be awarded to all 1st and 2nd place teams (along with an engraved team "Bar Plaque" for 1st) in each division during regular season play.

VIII. Cancellations and Forfeits

A. The Board of Officers will decide game cancellations due to weather. Notification of cancellations will be left on the League call-in line by 7 PM on match night. Team captains should call and then notify their team members. This will eliminate massive tie-up of the phone lines. The league will determine when weather cancellation make-ups will be played.

B. If cancellation of a game is necessary due to any reason other than the board canceling, it is the responsibility of the team captain to notify the opposing team captain and the team pub. The opposing team captain may invoke the forfeit rule (4C) if not called in a timely manner. It is not the responsibility of the league secretary to reschedule said match. The match must be made-up within 3 weeks of the scheduled date. The Board of Officers reserves the right to set a date within reason if needed.

C. Teams forfeiting will receive zero (0) points for their scheduled match. Teams receiving the forfeit will receive either a minimum of 10 points (20 points for B or C) or their average, or, if the forfeit is after the halfway point, the team receiving the forfeit will get the opposite average loss of the team forfeiting.

D. Any game may be shot shorthanded to avoid forfeits. A minimum of four (4) players from an established roster is needed to start a match. If there are fewer than four (4) players, the match will be forfeited. If a team shows up with 4 or 5 players, they will be allowed to shoot four or five 301 matches, 2 cricket games with 2 players each, for the third cricket game, only one player may challenge the opposing team's 2 - member team but will not be allowed to shoot his absent partner's turn. The same would apply in the 501 game, in which the remaining players may shoot against a full complement from the opposing team but will not be allowed to shoot the missing team member's turn.

E. If it is agreed upon by both teams captains, allowing a shorthanded team (with 4 or 5 players) to blindly pull a name from a hat to "recycle a player" is allowed. However, that match should be labeled, and that player's name should not be selected when entering the scores and stats into the website.

IX. Organizational Structure and Responsibilities

A. The NHDL having evolved to a stature that required an organized placement of direction recognizes the need to utilize a guiding unit of order. This order is currently achieved through the election of the Board of Officers.

B. The positions for nomination are: President & Vice president, Player Representative, and Secretary. Treasurer, Statistician, and Social Media Representative are to be board appointed and will have voting power on the Board. The ADO Representative is an appointed position and does not have voting power on the Board of Directors. Totaling 4 elected positions and 4 appointed positions, with 7 voting members.

C. All nominees are to be members of the NHDL in good standing. A Bar Sponsor may not hold a position on the Board of Officers.

D. Nominations for the Board of Directors: President, Vice president, Player representative, and Secretary are taken every (2) two years prior to the start of the winter season in sufficient time to hold an informed election of officers. The term of office is (2) years and includes responsibility for 4 playing seasons (2 winter, 2 summer). Absentee or non-participating representatives may be addressed by a majority of the Board and a resolution will be instituted as fits the purpose.

E. Team Captains are to be appointed by their own team members at the start of each playing season

F. Election of officers is secured through a majority vote of NHDL members. Each legal NHDL member in good standing (no outstanding dues owed) is allowed to cast one (1) vote for each position being contested at the time of elections at the corresponding Winter packet pickup.

G. Additional committee(s) positions will be created as needed through the election process. Using the standard format sheet, any member is allowed to make a request for it.

H. The responsibilities of positions include the following specific guidelines: The board of positions President, Vice president, Treasurer, Secretary ADO representative and Statistician are responsible for the gaining and specific guidance of all NHDL activities to include responsibility of organizing each playing season, all special events (i.e. Nutmeg Cup exhibition, ADO Association shoot, singles/doubles shoot, banquets, etc.).

I. The player representative shall be responsible for bringing the concerns to the attention of the board and act as a liaison between the board and players.

J. The board members shall be required to attend board meetings, in order to better promote the interests of both the players involved. Captains and/or players may be requested to attend meetings when deemed necessary. Meetings are always open to anyone who wishes to attend, and can get information regarding meeting location, time, and date via text or email to the Board of Officers.

X. Standard Format to Be Used For Review Process

- A. NHDL members who wish to submit requests or suggestion of any item/items concerning the NHDL will use a standard format.
- B. Request/suggestion format is as follows: All requests, suggestions, or protests shall be written and sent to the NHDL email. The Board of Officers will then notify all board members via phone or email. The board will notify the respective members of the scheduled meeting or special session to address the formal written concerns presented.
- C. Any decision made by the Board of Officers may be protested/contested. Following your email notification of protest, a request will be made for you to appear in person at the next scheduled meeting to discuss why you feel the decision should be overturned.

XI. Playoff Procedures

- A. The NHDL playoffs will be played on an 18 point system for the A Divisions. B and C Divisions will use a 36 point system. This means that the team captains will prepare their rosters as in a regular game. You may change your roster after each sheet until one-team reaches a total of 18pts or 36 pts depending on division, at which time the match will end. This will likely involve playing 2 separate rosters.
- B. Remember that scores must be sent in immediately following your match, along with the score sheet. Only those players who have played at least 50% of their teams regular season matches are eligible to participate in playoff games. Teams using an ineligible player will forfeit the match and the opposing team will receive the win. Home team is the team seeded higher
- C. There is only one winner of the playoffs. This team is considered the divisional champ for the season. All eligible players will receive a divisional champion dart shirt.
- D. The first week of playoffs will begin on the second Thursday following the end of the season. In the event of a tie at the end of the regular season the Board of Officers will notify the team captains by Saturday after the last match. Tie-breakers are as follows:

1. Head to Head wins/losses during the regular season;
2. If still tied, total points during head to head matches;
3. If still tied, a standard match will be played for the position. If this is necessary, the team holding the highest points position before the tie occurred will be the home team for this match.

E. The top four teams from each skill level (A, B, C,) within their region will participate in NHDL playoffs.

F. A "Makeup Week" will be built into the Winter schedule towards the end of the season in the case of a week needing to be rescheduled due to extreme weather. If you have a match that has not been made up, or foresee an issue with an upcoming week in the schedule (and have notified/gotten permission from the Board of Officers) please use this week to get your matches in prior to the end of the season to not impact/delay playoffs.

G. A "League Fun Night" Doubles event will be held in January of the Winter season. This will be scheduled on a Thursday night in place of our normal league play. This is a NHDL sanctioned event only. We invite all those who are currently rostered, or rostered in the most recent Summer season to join for a night of food, raffles, and a "Drop-In" style Double's event (separated by division). You may play in a higher division than you are rostered in, but not in a lower one. Bring your own partner, or find someone at the event. (Your partner does not need to be someone from your team.) Prizes for the winning double teams from each division will be awarded at the Winter awards banquet. This event does not count towards regular league play, and will not impact standings, or playoffs.

H. Playoffs schedule will proceed as follows for each division:

The first week of playoffs:

1st v 4th

2nd v 3rd

Higher seeded team will be the "Home Team", and play at their bar.

The second week of playoffs:

The remaining two teams will play at the higher seeded teams establishment to determine league champion.

I. If you have any questions regarding this procedure, contact your Player Representative, or text/email before your playoff match.

J. Two (2) teams having home privileges at the same establishment during playoffs with only two (2) certified dartboards may select one of the following options to secure those privileges.

1. Have two (2) additional dartboards installed and certified by an NHDL board member prior to the start of the playoffs. Contact the League Office - Prior to the start of playoffs to have the boards certified.

2. The highest seeded team in the playoffs has 1st preference to play at home. Should the teams have identical seeds the team with the highest winning percent during the regular season shall have the home privileges during the playoffs. Should either of the teams lose their playoff match the home privileges revert to the remaining team.

3. The lower seed:

- a) May elect to play their match on another night - preferably on a night that is agreeable to both the home and away teams. It is the responsibility of the lower seed Captain to contact the opposing team Captain to set-up the match. The match should be played prior to the normal Thursday playoff date. Notify the League Office prior to the match of your intent to play on a different night. Send the score in after the match on the night the match took place.

- b) May elect to play their match on Thursday at a neutral site. This must be confirmed with the opposing Captain and the League Office must be notified prior to the match.

XII. Summer League Rules and Format

- A. You may have a maximum of 12 people on your roster. If a player wishes to shoot a second week, the captain must email the request to add the player to the team's roster as a permanent player. Following board approval, the player is then subject to player's fees and is allowed to play as many weeks as desired.
- B. Players fees are to be received no later than the third week of play (with one weeks grace) or the team will not be awarded any of the match points they may have won from that point on until paid in full. Points will not be awarded retroactive.
- C. All other winter league rules will apply.

XIII. Dart Boards & Lighting (NHDL's Requirements)

- A. The dartboard properly set up is hung 5' 8" from the floor to the center of the cork. The toe line is 7' 9-1/4" from the face of the dartboard. The diagonal measurement from the center of the cork down to the toe line is 9'7-3/8".
- B. The dartboards used should be the standard bristle-type dartboards. The toe line (also known as the hockey line or throwing line) should be parallel to the board and 36" in length.
- C. The scoring wedge indicated by the 20 shall be the darker of the two wedge colors and must be the top center wedge.
- D. Dartboards should be amply illuminated with minimum shadows on the playing surface. Track lighting or spotlights are recommended as the best overall.

E. The scoring surface should be mounted so that the scorekeeper can stand in close proximity without distracting the players. Scoreboards should be able to be easily seen by the players, opponents, and spectators without interrupting the game.

F. Ideally, the dartboard(s) should be positioned so that they are readily available to players without any distractions to any throwers at any point of the game. Therefore, it is recommended that the board be placed away from an entrance or exit, rest rooms, juke boxes, etc. if at all possible. A well placed dart board encourages more play because the players are not distracted by other activity.

G. Bar Sponsors are encouraged to replace the boards often (every few months or so depending upon the amount of play when not a league night). Rotating the boards at regular intervals will also prolong their life.

H. Tablets and WiFi are required for scoring purposes at each bar. Every NHDL member is signed up with DartConnect, and are required to use it throughout the season to track stats used to improve the Board of Officer's abilities to create fair and competitive divisions each season. 2 tablets are required per playing team. It is recommended you check with your Bar Sponsor to see if they have tablets available to be used. However, it is not a requirement for your Bar Sponsor to supply you with tablets. If they do not have tablets for you to use during your matches, it is the captain's responsibility to ensure proper tablets are available for accurate score keeping on "Home" nights. Home Captain will sign into their DartConnect for the night, and "Save Matches" at the end of the night before signing out.